

Abstract**AGGREGATION OF MULTIPLE HEADLESS COMPUTER ENTITIES INTO
A SINGLE COMPUTER ENTITY GROUP**

A group of headless computer entities is formed via a local area network connection by means of an aggregation service application, operated on a headless computer entity selected as a master entity, which propagates configuration settings for time zone, application settings, security settings and the like across individual slave computer entities within the group. A human operator can change configuration settings globally at group level via a user interface display on a conventional computer having a user console, which interacts with the master headless computer entity via a web administration interface. Addition and subtraction of computer entities from a group are handled by an aggregation service application, and interlocks and error checking is applied throughout the group to ensure that no changes to a slave computer entity are made, unless those changes conform to global configuration settings enforced by the master headless computer entity.

Fig. 2